BRYAN PULGAR

Rotoscope/Compositing artist

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OBJECTIVE

To be assigned an entry-level position in the film/TV VFX industry and to further improve my knowledge and my skills as a compositing artist.

SOFTWARE

• Nuke • 3ds Max • ZBrush • Photoshop • Maya
• UV Layout • Mari • Mudbox • VRay • Mental Ray

SKILLS

- Compositing, rendering, rotoscope, 3D modeling/sculpting, UVing, Texturing
- Fluent in Filipino (tagalog)
- Diligent, dependable, and cooperative
- Open to suggestions and receives criticism well
- Always strives for improvement

WORK EXPERIENCE

March 2012 – December 2014 Pharmasave Langley, BC
Part time retail clerk, customer service, post office clerk

VOLUNTEER EXPERIENCE

August 2014 Zoic Studios Vancouver, BC
Greeter and front desk reception for SIGGRAPH studio mixer

January 2012 Langley Gardens Retirement Home Langley,BC
Caretaker

EDUCATION

October 2013 – October 2014 Think Tank Training Centre North Vancouver, BC
- Diploma in 3D modeling and visual effects

September 2008 – June 2012 Walnut Grove Secondary Langley, BC
- High School diploma

ACTIVITIES & INTERESTS

- Playing guitar, reading comic books, video games, film, listening to music
- Collecting vinyl records

REFERENCES

Available upon request